Archery

Exalted 3rd Edition Dragon-Blooded Charm Cascades

Legend

Charm Name
Book Name / Page Reference
Short Descriptor.
This does not contain full rules-text, but intends to confer an at-a-glance info about this Charms capabilities.
Please refer to the book for full details.

- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- Repruchase/Upgrade available
- Aura Keyword (see What Fire Has Wrought)
- Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water
- Earth
- Wood
- Fire
- Air

Signature Charms have larger and colored boxes associated with their element.

☑ What Fire Has Wrought (Dragon-Blooded Core Book)
☐ Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)

Created by MadLetter — exalted@madletter.net

Five–Dragon Arsenal
Heirs to the Shogunage Preview, p. 129
As long as you have a full-cost attunement artifact weapon, reduce cost of further weapons attunement by 3m each (min. 1m). Doesn't stack with other discounts. May be learned as Brawl, Melee, Thrown or War charm.

Unobstructed Hunter's Aim
Dragon-Blooded: What Fire Has Wrought, p. 163
Add bonus dice to an Archery roll for one mote each. Against living or undead targets, this Charm ignores one point of penalty from visual obstruction.

Harvest of the Hunter
Dragon-Blooded: What Fire Has Wrought, p. 164
Create usable ammunition for bow or crossbow from natural plants. Gain double 8s on ammunition checks. Out of combat, fill quiver with ease.

Sky–Calming Draw
Dragon-Blooded: What Fire Has Wrought, p. 163/164
After spending a round aiming, extend range of a withering or decisive attack by one range band (maximum is long) and ignores penalties from wind and or weather. No need to aim beforehand in Air aura.

Arrow Thorn Technique
Dragon-Blooded: What Fire Has Wrought, p. 164
Withering attacks add +1 Overwhelming or (Essence) if benefiting from aiming. A decisive attack adds some threshold successes on the attack roll as dice of damage, more if aimed.

Boughs of Burning Autumn
Dragon-Blooded: What Fire Has Wrought, p. 164
Reflexively reload a firewand or similar flame weapon with the slow tag. Allows multi-attack charms like Swallows Defend the Nest (add cost of this Charm for each attack made in such a fashion).

Life–Swelling Sap Strike
Dragon-Blooded: What Fire Has Wrought, p. 164/165
Your arrow becomes ever-growing and entangles enemies, inflicting a mobiliy penalty and causing loss of Initiative. Vastly more dangerous vs. undead.
Please refer to the book for this complex Charm.

Grasping Vine Shot
Heirs to the Shogunate, Preview p. 128
Turn your arrow or flame weapon discharge into a magical rope-like form and use it to reflexively use move actions to climb it. May also attach the „rope" to small objects.
Please refer to the Book for this complex Charm.

Death From Nowhere
Dragon-Blooded: What Fire Has Wrought, p. 164
After spending a round aiming, a withering attack ignores (lower of Essence or Perception) points of soak from armor.

Nightshade's Deadly Bloom
Heirs to the Shogunage Preview, p. 129
Requires Initaitive 10+. Enhance decisive attack with a deadly poison. At Archery 5, Essence 3, repurchase to make it an area of effect.
Please refer to the book for this complex Charm.

Arbor Sentinel Technique
Dragon-Blooded: What Fire Has Wrought, p. 165
Turn your bow into a stationary cover while retaining the ability to shoot arrows, growing ammunition from the stationary weapon as well.
Please refer to the book for this complex Charm.

Landslide Missile Attack
Heirs to the Shogunage Preview, p. 128/129
Enhance a decisive attack that benefits from aiming. An enemy hit by it is knocked back one range band. If this leaves them on an earthen surface, they also fall prone as the arrow seeks to return to the earth.

Drawing Lightning Style
Dragon-Blooded: What Fire Has Wrought, p. 165
When you benefit from aiming, you may make a decisive attack, adding three bonus dice from aiming to the damage instead of the attack roll. Repurchase to expend Aura to apply bonus to attack and damage.

Spring Follows Winter
Dragon-Blooded: What Fire Has Wrought, p. 165
Make a decisive attack, rolling twice and using the better result. Any Charms adding dice or otherwise enhancing the attack roll must be paid separately for each roll.

Thousand Thorn Artillery
Heirs to the Shogunate Preview, p. 129/130
Pay +1m, +1wp when using the prerequisite to cause your weapon to turn into a siege weapon (ballistae for bows and crossbows, fire cannon for flame weaponry). Retain prerequisite benefits.

Horizon–Spanning Arc
Dragon-Blooded: What Fire Has Wrought, p. 165
Aim two consecutive turns and make a decisive attack out to extreme range, converting bonus dice from aiming to non-Charm successes. Must be able to see target clearly. On hit and incapacitation, aim at another foe within long.

Rolling Stormcloud Approach
Heirs to the Shogunate Preview, p. 130
Aim and take a move action in the same turn, and you can flurry aim with a rush or disengage. If you successfully rush or disengage, ignore the Defense penalty from flurrying.

Dragonfly Finds Mate
Dragon-Blooded: What Fire Has Wrought, p. 166
Reflexively clash any ranged attack with a withering attack without needing to aim. Winning the clash knocks the enemy's attack away but deals no damage. Gain Initiative from a successful attack, attacker suffers some penalties.

Earth's Judgement Awakened
Dragon-Blooded: What Fire Has Wrought, p. 165
Successfully dodge on an earthen surface to make and immediate decisive counterattack against lowest of Defense or Resolve and a non-Initiative-based damage.
Please refer to the book for this complex Charm.

Swallow Defends the Nest
Dragon-Blooded: What Fire Has Wrought, p. 167/168
Make multiple decisive attacks based on Dexterity or Perception. Each attack has an Essence-based base damage to which Initiative is divvied up. Reset to base Initiative after all attacks are made, even if all missed.

Sparrow Dives at Hawk
Dragon-Blooded: What Fire Has Wrought, p. 167
When you win a clash with Dragonfly Finds Mate while in Wood Aura, spend 1 wp to use your attack roll as a decisive attack. Once per scene, reset conditions apply.

Salamander Swallows Flames
Dragon-Blooded: What Fire Has Wrought, p. 166
When using the prerequisite with a firewand, add (Essence) dice to the clash an attack made using firewand, fire-based attacks or magical attacks made of pure essence or the like. Steal the power and reload weapon. Refer book.

Blazing Phoenix Pinion
Dragon-Blooded: What Fire Has Wrought, p. 165/166
After spending a turn aiming, make a decisive attack and add (Essence) dice of damage. Can explode in an unblockable blast which pierces Hardness and may set things on fire. Please refer the book.

Seven–Year Swarm Volley
Dragon-Blooded: What Fire Has Wrought, p. 167
Defend your allies from ranged attacks and clash any number of such incoming attacks to defy the attackers (but deal no damage on success). Ends if you attempt to dodge/parry or try to attack. Refer book.

Fang–of–the–Depths Draw
Dragon-Blooded: What Fire Has Wrought, p. 166
Attack from or into water or similar liquid without trouble. In Water Aura and underwater use to attack after aiming to establish concealment, rendering the attack unexpected.
Please refer to the book for this complex Charm.

Arrow Rain Tempest
Dragon-Blooded: What Fire Has Wrought, p. 168
Aim for two turns and retain 12+ Initiative to designate a target point and roll a single decisive attack with all your Initiative against everyone in short range, allies included. Once per scene, no reset condition.

Heartbeats Before Death
Dragon-Blooded: What Fire Has Wrought, p. 166
Reflexively aim at living or undead enemies before attacking, ignore any light or heavy cover. If already aimed, attack an enemy behind full cover, though it grants them +3 Defense. Once per scene, reset applies.